



G.R.A.D.S. 1.0

Game

Rules

Aid for Dumb

Shits

PLAYER MANUAL

CONTENTS

Introduction	4
So Homebrew Isn't a Coffee Machine??	5
G.R.A.D.S.	5
Basic Bitch Vocabulary	6
Chapter 1: Welcome to Pangea, Asshole	8
Pangean Map	9
Okay, But Where The Fuck Are The Elves???	10
Chapter 2: Character Creation	11
Abilities	12
The Point Buy System	12
Calculating Hit Points	12
Calculating Armor Class	13
Calculating Experience	13
Choose a Race (Don't Make This Weird)	13
Choose a Trait	14
And Pick a Class, Right??	15
The G.R.A.D.S. Class Change System	15
Leveling Up	16
Class Change!	16
Class Change! ...Again!	17
Chapter 3: G.R.A.D.S.	18
Fuck It, We Ball	19
Adventure Phase	19
Battle Phase	20
Fuck Initiative	20

Fuck Initiative	20
Fuck Initiative	20
Types of Moves	20
Death and Injury	23
Chapter 4: ...And That's It	26
To the Dumb Shit Player	26
To the Dumb Shit DM	27
More Pangea Fuckassery	30

Introduction

So, you got drunk last night and ended up saying some stupid, stupid shit.

As you stumbled around the room, you made sure that every single person present was made aware about the precise dimensions of your cock (or pussy), your mother's maiden name, why exactly Josh is a punk-ass bitch, the particulars about your strange conspiracy theories and why they're all infallibly true, your favorite e621.net artists and tags, et cetera, et cetera, et cetera.....

It was awful. Terrible. Retarded, frankly. But you said something even *worse* later, when you finally tried talking to that cute nerdy guy (or girl) in the corner that you'd been eyeing all night. You claimed that you LOVED Dungeons & Dragons. You said that you played ALL the time. You said that you even had a homebrew—you were just trying to flex with a word that you heard him (or her) say once, you thought it was some kind of coffee machine.

Fast forward to today. You're hung over, and you don't remember anything. But they do. And now you're checking your phone to find 3-6 people texting you, asking about when everyone can meet to play D&D with your badass homebrew rules. That cute nerdy guy (or girl) is one of those people. Your bluff is being called. You are completely and utterly fucked.

Don't panic!!! You're literally holding a D&D guide in your hands already, dipshit! You're fine! At your fingertips is EVERYTHING that you need to put together a decent session, fool everyone into thinking that you actually know something about this fucking convoluted game, and Get The Girl (or Guy). How the fuck did you suddenly come into possession of this the day after that utterly embarrassing display, you ask? Isn't that the last thing you should be worried about right now? Now get up, go take a shower. Roll a joint or get some more beer from the fridge, then return to this manual—you have some studying to do.

So Homebrew *Isn't* a Coffee Machine??

Are you cleaned up? Got your drugs of choice? Excellent. Before we get into the thick of it, we're going to talk about a few things and what those things mean. First and most importantly, what the *fuck* is a homebrew???

Dungeons & Dragons is a stupid fucking game made by stupid fucking nerds. Because of this, the rulebook for any given version of it is stupid fucking long. For their own mental health, most players will take whatever D&D version they hate the least, go through the rulebook, then edit/delete rules until the whole thing turns into something close to an enjoyable experience. This revised, streamlined set of rules is what that bad bitch with the glasses from last night meant by a *homebrew*. You said you thought it was a *coffee machine*? Seriously??

There are *many* homebrew systems in the world. Most don't spread much further than some crusty D&D player's basement. A select few will get codified into gay little manuals and thrown around the internet or, god forbid, the physical world. Once we get into it, this manual will teach you the ins and outs for one specific homebrew. For THE homebrew. For the only homebrew that a dumb shit like you will ever need. It's called.....

G. R. A. D. S.

Game Rules Aid for Dumb Shits. I already know it's clever, but you can still suck my dick about it if you want. As the name suggests, it's a homebrew system tailor-made for novice and beginner players with an emphasis on accessibility. It includes some basic rules and its own set of nerdshit lore, everything that your dumb ass requires to seem competent and original while just starting out.

G.R.A.D.S. is based off of the core rulebook for Dungeons & Dragons 3.5e. If you don't know what that means, that is a good thing, and don't listen to ANYONE on the internet who may complain about it. They are stupid and wrong, and you are smart and right. That's all that matters. Since the information in this manual is basically the fruit of the 3.5 rulebook's loins, I *strongly* recommend that you refer to it when you start adding more complex rules, adding additional races/creatures/lands and trying to figure out how the actual fuck magic works. It'll save you a lot of confusion and weird math inconsistencies. Also, more importantly, Dungeons & Dragons 5e is gay. And I don't mean that like you and your hot nerd bitch crush sucking each other off in your Corolla gay. I mean like, middle school in 2004 gay. Don't fuck with it.

Basic Bitch Vocabulary

On the next few pages is a collection of basic terms that you're going to hear a lot in D&D, and what each of them mean. A lot of the terms are straightforward, but make sure that you actually know them and their acronyms before you flip to Chapter 1—this manual's going to throw a lot of nerd jargon around, and I'm going to just expect you to understand it all.

Dungeon Master (DM) – The guy who runs shit. Probably you, if you're the same guy from the introduction.

Player Character (PC) – A character controlled by a player. Maybe you, if your DM sent you this before a session. Tell him to lay off the booze.

Non-Player Character (NPC) – Every single character not controlled by a character. The DM controls these, like a drunken puppetmaster.

Big Bad Evil Guy (BBEG) – What it says on the tin. The evil bastard waiting at the end of a given quest.

Worldbuilding – All of the nerdshit lore that makes up the setting that your game takes place in. Maps, documents, characters, in-game dialogue, cheeky chapter intros, literally any and all of that shit.

Roleplay (RP) – That gay shit where you actually pretend to be your character, and try to make decisions based on what that character would do. VERY important to actually have fun playing this game. Don't be a pussy, just do it.

The Rules – Referring to the MUCH larger, longer, stupider official rulebook. Screw them, you have money.

Initiative – Some stupid bullshit. We'll take a fat shit on this in the rules chapter.

Ability – The core stats of a character. Shit like strength, speed, charisma, etc.

Skill – Some more specific actions that are affected by your Ability stats. Shit like intimidation, healing, knowledge of random things, swimming, etc.

Traits – Similar to “Feats,” a mechanic from The Rules. Special personality traits or personal skills that give the player character various advantages and disadvantages based on certain conditions.

XdY – The way we describe the different dice used in-game. Examples: “1d20” would be one 20-sided die. “3d6” would be three 6-sided dice. You get the picture.

Check – The dice roll to see if you actually pulled off whatever dumb shit that you just said you wanted your character to do. A 1d20 is often involved.

Depending abilities and how complicated/hard the check is, other modifiers might be added to the roll result.

Target Number – The number that you target (duhhh) during a given dice roll. Hitting it or going higher is a success—going lower is a failure. DM decides how good or bad you did based on how high or low the roll was.

Example: you're rolling 1d20 to see if you successfully suck a cock. The target number is 7, you roll 18. Good job, you suck cock *great!*

Strength (STR) – Your strength. Duh.

Constitution (CON) – How sturdy you are. This handles a lot—how much damage you can take, how much alcohol you can drink, how much sloppy toppy you can receive while retaining sanity, etc.

Dexterity (DEX) – How much of a sick cunt you are at things that require skill. Think blocking swords, shooting projectiles, picking locks, stealing shit, sucking dick.

Intelligence (INT) – How smart or stupid you is. Big number smart man, know much. Low number dumb shit.

Wisdom (WIS) – How aware you are—shit like reading social cues, physical senses, being perceptive about hidden or other kinds of secret shit, etc.

Hit Points (HP) – Your character's general health. You've played video games and shit before, right? Don't let it get too low or you're fucked.

Armor Class (AC) – Essentially, the target number needed to hit any given character in combat and do damage. When the number is surpassed in a roll, we run another roll to see how much damage is done with the attacker's weapon/stats.

1: Welcome

to Pangea, Bitch

Pangea! The land of man. The scholars call it the center of the universe—in 700 years, no ship has ever returned with proof of life beyond The Blue, the giant ocean that surrounds it. Soldiers call it the land of fortune—combat is a constant on the massive continent. When all-out war isn’t being waged between the kingdom of Grados and the Westland Coalition, there are border skirmishes in the Highlands, or proxy wars in the Lowlands, or civil unrest in the southern empire of Buran.

Adventurers call it a shithole. The shackles of poverty are hard to overcome, especially in Grados and Westland, where noblemen rule over their lands—and the people residing within—with an iron fist. Those who find freedom and set out as explorers or mercenaries soon discover just how dangerous the world outside their homestead can be, and just as many end up dead from wild animals as from the blades of soldiers or bandits.

And yet, something keeps driving them out into the wilderness. More and more of them, it seems, as the years go by. Rumors are spreading of forces far beyond the scope of mortal men, objects of great power lying dormant beneath the earth in secret dungeons, waiting patiently for someone worthy to collect them and drive the world forward into a new age.....

.....You fuckin like that shit? Yeah??? You studied that vocabulary page, right?? *Worldbuilding*, motherfucker. And check this shit out, here’s some more:

....This was gonna be a map of Pangea, but I got really really crossed while working on it and it looked like fucking shit. I'm scrapping the whole idea for this page.

DM Homework Assignment: once you finish this manual, take all of the info given about Pangea and create your own original map of it, then paste it here and do my work for me. Bitch.

Okay, But Where The Fuck Are The Elves???

As we go through players' starting options, you may notice a distinct lack of epic nerd shit such as elves, dwarves, trolls, large amounts of magic, etc. The world of Pangea is low fantasy as fuck—think Berserk, before all the schizo shit with Griffith went down. This was an ingenious and well-informed decision, done with dumb shits like you in mind. By glossing over the magic system alone, I'm probably saving you from a solid 40-50% of what makes this game so fucking confusing in the first place. Don't put the guide down, and don't start bitching at me about the epic magician character you were totally going to make. Remember, the name of the game right now is Impressing your nerd crush—you'll look a *lot* hotter working confidently within a smaller scope instead of folding under the full weight of some shit you don't understand.

As you get less shit at the game, you should be able to do your own research and plug a lot of these other elements back in as you see fit. Near the end of this manual, we'll discuss a few possible ways to do that. Just trust me on this, and stick to what's here for your first session: A straightforward, simple, low-fantasy environment that even a dumb shit can create a character and do cool shit within.

2: Character Creation

Alright, we're done with the foreplay. Now you've got the vocabulary and you've got a little taste of the setting we're working in, so it's time to dive straight into this shit. The first step in this process: making a character.

In *The Rules*, the first warning about making a character is to ask the DM first. This is because, as you now know, every single one of those fuckers has their own homebrew system, and probably their own thoughts on how many points/items/etc. a player should have when they make their character. Now, you have your own. Send your players a copy of this manual, and they'll be capable of making characters that work within the bounds of the G.R.A.D.S. system. If you don't want them to read about that embarrassing shit you did last night, I guess just relay the instructions verbally or something. If any of them give you shit about not being able to play their stupid little magician character, dunk on them and tell them to just trust you.

On the internet, you can find an interactive PDF of the 3.5e character sheet. Get that to your fellow players ASAP—it's not perfect and G.R.A.D.S. doesn't use every part of the sheet extensively, but it's uniform and easy to duplicate/edit. It helps get a lot of number crunching bullshit out of the way (looking at you, item weights), and it offers a lot of space for players to record other bullshit about their characters as well.

On the next few pages are all the steps to building a character outside of the obvious (pick a name, make your silly fanfiction about them, describe their looks etc.). There are also several nerd-ass equations that will help you both in character creation and in the game proper. When in doubt, ask the DM—if you're the DM, either take a 10 second glance at *The Rules* or just make shit up.

Abilities

Like you read earlier, these are the core stats for each character. These are the six abilities:

STR: Strength

DEX: Dexterity

CON: Constitution

INT: Intelligence

WIS: Wisdom

CHA: Charisma

Long story short, bigger number = good-er at the thing. Smaller number = you suck at the thing. These core stats are also used as modifiers to roll for pretty much anything a PC can possibly do (fight, persuade people, climb trees, suck dick, etc.). Many checks will require a roll similar to the following:

dice + Ability+(Ability-5) Versus Target Number

The DM gives a number to hit and what dice to roll (usually just 1d20), you plug in the relevant ability, you fuck around and find out. This is what a lot of the gameplay will boil down to—but don’t worry about all that shit right now, it’ll make a lot of sense when you start playing.

The Point Buy System

Players get 26 points to buy ability points for their character. Here are the costs that I totally didn’t plagiarize from a different, better guidebook:

Ability Score Point Costs			
Ability Score	Point Cost	Ability Score	Point Cost
7	-1	13	5
8	0	14	6
9	1	15	8
10	2	16	10
11	3	17	13
12	4	18	16

Calculating Hit Points

All new characters begin character creation with 8 HP. After you finish buying your ability points, pull out your TI-84 and do this equation on it:

$$8 + (\text{CON} - 5) = \text{HP} \text{ HP Caps at 20}$$

For the especially stupid people out there, this means that you take the 8 HP, then add the difference between your CON stat and that -5 Ability Modifier that we mentioned.

Calculating Armor Class

The average unarmored dumb shit starts out with 10 AC. From there, run this equation to figure out how hard you are to hit:

10 + armor bonus + shield bonus + DEX modifier + size modifier

Calculating Experience

All characters start with 0 XP. XP rewards for actions/combat/etc. is 100% in the hands of the DM! We'll talk more about this later, but as long as the numbers are clean and consistent, there don't need to be written rules about this.

Choose a Race (Don't Make This Weird)

Within the G.R.A.D.S. system, “race” is mostly cosmetic—player characters are all starting as lower- to middle-class humans, with the only real difference being which major country they hail from. That being said, there are small differences in abilities depending on a PC’s nationality. The PC will only be able to speak/read/write in their native language, unless they have the right Trait or learn how to in-game. These bullshit modifiers are also added to the character after the point buy, depending on what you choose:

Grad – A native of Grados. Life under the monarchy is shit, miserable and short.

When they aren’t farming or dying in a war, they’re drinking...

They’re drinking a *lot*. Language: Grad.

STR (+1), CON (+2), INT (-1), WIS (-1)

Westlander – A native of the Westland Coalition. The western city-states are led by warrior-philosophers, and their wisdom is mirrored in the people....at least, it is in the ones that can read. Language: Grad or Western.

INT (+1), WIS (+2), CON (-1), CHA (-1)

Burani – A native of Buran. Life on the southern shore has been kind to this land’s people. Compared to these other guys, they’re kind of pussies, but they are more to happy to compensate for that with their gunpowder weaponry. Language: Burani.

CHA (+2), DEX (+2), STR (-1), CON (-1)

Choose a Trait

Traits are the G.R.A.D.S. equivalents of Feats. Players can pick one Trait for their character at the end of character creation. Below are some options, but players also have the ability to make their own—if they give the DM a short description and a Trait title, the DM can figure out the rest and work out what kind of mechanics should go along with it. Actual Feats from The Rules may also work here, whatever seems like fun. The only rule is that if you have a Trait, you'd better fucking remember it while RPing and not just try to use it for the stat bonuses.

Shithead – *“Fuck around and find out!”* The player always sits closest to the DM’s left.

If more than one player has this Trait, each Shithead has to compete in either rock paper scissors or a physical fight to determine seating. During combat, STR (+3) when HP is at 50% or lower. During dialogue or other skill checks, CHA (-3), WIS (-2).

Alcoholic – *“Trust me, it’s better when I’m drunk!”* During combat, all abilities go up by 1 point for each alcoholic beverage consumed. After the modifier’s up to All (+2), roll 1d20 per additional drink. Hit 14 or higher, and the stats rise again. Fail, and the alcohol will start catching up to you...

Big Farmer – *“It’s almost harvestin’ season!”* Character is just a big fuckin’ farmer. STR (+2) during any STR-based skill check. During anything that requires not being a dumbass farmer, CHA (-1), WIS (-2), INT (-2).

Neckbeard – *“This is just like my Burani theatre shows!”* An absolute fucking nerd who thinks that Buran is the only civilized country in the modern world. Knows Burani in addition to their native language. During combat, DEX (+1). For all other checks, WIS (+2), INT (+2), CHA (-2), DEX (-1). Any native of Buran HATES the character.

Spacehead – *“....I said what? What’re you talkin’ abeet?”* 3 times per day, the character can roll 1d20. If he hits 17 or higher, the DM will secretly give the player some random, often meta piece of information about the quest that the character can randomly mention in conversation. Fail, and the character must immediately say some stupid, stupid shit that means nothing of value to the situation. Either outcome, after speaking the character has no recollection of what he said.

Xenophobe – *“I don’t *HATE* Westlanders, ALL I’M SAYING IS—”* Character possesses some VERY questionable views about anyone who isn’t from his nation. For humans from your country: (CHA +2) in dialogue, (STR -1), (DEX -1) when fighting them. For humans from foreign lands: (CHA -3) and you’re an asshole in dialogue, (STR+1), (DEX+1) when fighting them.

And Pick a Class, Right??

NO, not yet, fuck that. Don't complain about it. I said just trust me on all of this, remember? Fine, you want a fucking class list that bad? You want more lists?? Here's every single class that you can pick for the first fucking session after character creation:

Villager

That's it, asshole. That's who you can be, just starting out. You and your group of dumb shits have NOT played D&D before. Even if you have, you haven't adventured in Pangea. The thought that at level 1, a motherfucker could be a fucking mercenary knight with 300 confirmed kills and a master's degree from Eastman is absurd in-universe, and more importantly it takes a lot of the joy out of leveling up. You WILL *BECOME* the mercenary knight with 300 confirmed kills, just have some faith in me and limit yourself and your players for now.

The G.R.A.D.S. Class Change System

See? I was about to go over this shit before you had to pitch a bitch. Anyway...

We've said this at length now, but G.R.A.D.S. is designed with the goal of starting a bunch of dumb shits out with the game quickly and easily. The Class Change System is an important part of achieving this goal—it helps the DM and the players keep the overall scope of the quest somewhat contained until everyone has a chance to get comfortable to the general flow of the game. As the PCs grow and the Class Change System comes into play, the stakes can rise, the world can expand, motherfuckers can have some actual sense of progression as they learn more about the game, and Jesus can shed one happy tear from his perch up in heaven.

EVERY PLAYER—yes, even the US navy seal knight—MUST create a new character for use within G.R.A.D.S. And that motherfucker MUST start as a Villager. Villagers have no notable skills, other than their nationality bonus modifiers and whatever Trait they start with. Consider the first session or two as a tutorial mission for your dumb asses. At the DM's discretion, this mission can either be a total shitshow or pretty easy, depending on how hard the players want the start to be.

As Villagers continue to fuck around, they will continue to find out. As they find out, they will gain XP. And when they gain enough XP, they will level up.

Leveling Up

The DM makes up the XP amounts needed to get to different levels, and what all the players get out of it. Check out this chart that I definitely didn't steal for a pretty common way to do it:

TABLE 3–2: EXPERIENCE AND LEVEL-DEPENDENT BENEFITS

Character Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Score Increases
1st	0	4	2	1st	—
2nd	1,000	5	2-1/2	—	—
3rd	3,000	6	3	2nd	—
4th	6,000	7	3-1/2	—	1st
5th	10,000	8	4	—	—
6th	15,000	9	4-1/2	3rd	—
7th	21,000	10	5	—	—
8th	28,000	11	5-1/2	—	2nd
9th	36,000	12	6	4th	—
10th	45,000	13	6-1/2	—	—
11th	55,000	14	7	—	—
12th	66,000	15	7-1/2	5th	3rd
13th	78,000	16	8	—	—
14th	91,000	17	8-1/2	—	—
15th	105,000	18	9	6th	—
16th	120,000	19	9-1/2	—	4th
17th	136,000	20	10	—	—
18th	153,000	21	10-1/2	7th	—
19th	171,000	22	11	—	—
20th	190,000	23	11-1/2	—	5th

Feats in our case would be Traits. At certain levels, you can do some dice rolls to raise your abilities too. When you're that far along, the DM should consult The Rules about that whole process, it's not too horrible.

Class Change!

When Villagers reach Level 3, they are allowed to get promoted to a basic class—put the fucking holy sword down, you're not turning into a paladin yet. But you are becoming one of several (marginally) higher-class members of Pangean society. Villagers can level up into one of the following Rookie Classes:

Recruit

Scout

Punk

Rogue

Acolyte

Nurse

Traveller

These Classes' individual Skills, how much/little they affect things, etc. is all left up to the discretion of the DM. It's suggested that even these classes don't have an overly large number of Skills.

Class Change!Again!

When Rookie Classes reach Level 6, they have fucked around and found out enough to become true veterans. By this point, the campaign is likely to have hit a strong stride, and it's time to up the ante. Now players and the DM can sit down with The Rules and either pick a pre-existing character class, or take on one of the following Veteran Classes and create a suitable set of skills, perks etc. for them:

Sergeant	Skirmisher	Bandit	Thief
Mage	Medic	Explorer	

If the Veterans survive long enough to make it to Level 15, they've become some serious motherfuckers. It's on the DM to make sure that this is balanced, but players can once again change their class title and either pull from The Rules or bullshit their own new skills. If you're still keeping with the G.R.A.D.S. system by this point, they pick from the Hero Classes:

Hero	Sniper	Warlord	Assassin
High Mage	Saint	Seeker	

Do you see what we're doing here? The ideal progression of a G.R.A.D.S. campaign is a fast- to moderate-paced, accessible adventure. The goal is GRADUALLY bringing in more complexity and bigger numbers over time, so by the time your first campaign is through your shit is together enough that you don't have to rely on mysterious pamphlets to survive as a player or DM. The Class Change System Is just one more tool to try and reach that goal.

Are you down, now?? Do you trust me??? Suck my cock if you don't. If you do, though, I have good news—you now have a character, and that means you can start playing this fucking game. Get some more beer, then flip to the next chapter.

3: G.R.A.D.S.

This is where we take a long, firm, sustained shit into the mouths of a lot of angry neckbeards. It's time to discuss in detail what exactly the G.R.A.D.S. ruleset entails. The heresy comes from the fact that the details are more or less nonexistent.

The fact of the matter is that The Rules are bullshit. At the end of the day, it doesn't matter if a skill check is calculated by an ability modifier, some esoteric equation or a cum eating contest. **As long as the game progresses and the numbers being thrown around make general sense, ANYTHING can be an acceptable dice roll.**

A thief's trying to run across a bridge, he's being chased. He's a REALLY good thief. Do you remember what numbers you need to crunch alongside the dice roll to see if he makes it across? Do you care? Do the players care? Does ANYONE care outside of that weird fuck with the goatee who spent 50 dollars on the core rulebook in '06 and cums on a different page of it every day? Just roll a 1d20 thief, you need an 11 or more to make it out, let's see what happens. Fuck it, we ball.

When you present this ruleset to the room full of dumb shits that you're going to be playing with, one or two among them might have watched a Dungeons & Dragons Youtuber before, or read a forum. We know your sexy nerd crush has played this game before, at least. Someone may be of the opinion that such an approach is blasphemous. All dissent is strongly encouraged to be met with a strong crotch grab and a loud demand for the naysayer to suck your dick. Remember: smart and right. I'll eat the mic and say it again for the DMs in the back. **The Rules are a supplement. If you EVER forget the Rule for something that you THINK you need to know for a dice roll, say "screw the rules," pick a target number that makes sense, and ask for a 1d20 roll.**

With that being said, let's get to it. Below is everything that you need to know to get into a game under the G.R.A.D.S. system.

Fuck It, We Ball

This is the single most important rule that G.R.A.D.S. players, and D&D players in general, must always remember. *Especially* if you're just starting out. **Nothing in The Rules is sacred. *NOTHING!!!*** If you forget what the stupid fucking equation was for calculating some skill check, don't spend the next 20 minutes consulting that book. Don't even spend 5 minutes consulting this manual. DM, just make up some bullshit target number and make the motherfucker roll a 1d20.

Knowledge of The Rules is a *supplement* to the gameplay, not a requirement. Any roll of the dice with some semblance of reason behind it will make something happen, and let everyone keep the story moving forward. The feds aren't going to break your door down because you didn't remember to include Josh's Lady of the Night perk's DEX (+1) modifier into the equation while rolling for how good he ate an NPC's ass. I say again: **If you don't know how to calculate a check: DM, make up some bullshit target number and tell that motherfucker to roll.**

Adventure Phase

G.R.A.D.S. can be categorized into two main phases: combat encounters, and everything outside of that. Any gameplay that isn't centered around characters trying to kill the fuck out of things can be put under the blanket term of the Adventure Phase. This section could be done without visual aids, or the DM might create maps for the different setpieces that the players visit. (They also might just steal assets from Google.)

Frankly, this should all be very straightforward without delving deep into The Rules for mechanics. **Potential number crunches like money, carrying weight/how it affects people in their day to day, etc. are entirely up to the consensus of the DM and the players. The dice roll requirements for various actions/puzzles/challenges are also ultimately up to the DM to create.** Character ability points, their modifiers, and any relevant Traits/Skills can be called on in some configuration or another to calculate the checks that either the DM or the players think up.

Battle Phase

When someone needs to get murked, the fight takes place on a map with a grid, either created or plagiarized by the DM. Players and NPCs take turns making actions and attacking/defending, with each full cycle of turns taking up around 6 seconds of simultaneous in-game time. Originally, this order of events was determined by some bullshit called initiative.

Fuck Initiative

FUCK initiative. Fucking stupid concept. Player order draws from the old stoner adage, “left is law.” The player closest to the DM’s left makes the first move, and then go clockwise from there. The DM has full freedom to just plug the NPCs into that order wherever the fuck they want, as long as the order is then consistent for the whole combat sequence. I say again: **fuck initiative, DM figure it out.**

Fuck Initiative

I’m serious! Half of the shit in the rulebook isn’t bad or anything, just a little complicated or arbitrary. But Initiative? Fucking stupid. It just pisses me off, is all. We know which characters would probably get moving first, this guy’s over here wearing a bikini and a ranger robe and that fucker’s wearing a heavy suit of armor. Seriously, just use some fucking common sense.

Fuck Initiative

Group initiative, what about that shit?? Seriously, just make one team member roll and make the DM roll. Bigger number, that whole team goes first, and then the other, and the player order is once again decided by left is law. Then we don’t have to spend 5 minutes doing the equivalent of 6 motherfuckers trying to walk through the same doorway at the same time, and—okay, okay, I’ll just move on.

Types of Moves

So in The Rules, there are a number of pages talking about all the moves you can make and what each of them need from the dice and all this other bullshit that, while good to think about, is a lot. Like, a *lot* for players and DMs to keep in mind. Fuck that. During combat, don’t obsess over the specifics—describe the action you want to do and let the DM figure out how checks for it should work and how hard it should be from there. Fuck it, we ball.

The following is some shit I made up and a collection of moves of different kinds and time lengths from The Rules. These can serve as inspiration for possible player actions during combat. The DM can either study The Rules on how to calculate some of these, or use their own judgement. You know which option this manual suggests.

Tailor anything and everything to what the scale of your maps look like. And again, ultimately just be creative and make some shit up as you go.

Human Movement:

Average human walking speed: 2 squares per turn

Average human tactical speed: 4 squares per turn

Bad terrain/hindered speed: 50% of tactical speed

RUN: Go 2X tactical speed.

SPRINT: Go 4X tactical speed.

Consider moves like SNEAK, CROUCH, CRAWL, CLIMB, JUMP, LEAP, VAULT, etc.

Basic Attack Equations:

ATTACK ROLL: roll 1d20 + attack bonuses + relevant modifiers (STR for melee, DEX for ranged) + size modifier (are you trying to punch a child or a horse? DM can study The Rules or eyeball it)
If attack roll surpasses target AC, calculate damage.

DAMAGE: Melee: roll weapon dice + STR modifier ; do half of STR mod for off hand use, 1.5 of STR mod for two hand use.

Ranged: roll weapon dice, no DEX modifier

CRITICALS: When an attacking character hits a 19 or 20, their damage roll is X2.
If the attacking character rolls a 1, they REALLY fucked up, and the character they're attacking can roll a damage roll against them.

RANGE: DM attributes ranges to ranged weapons, measured in tiles. Example: a shortbow has a range of 17 tiles, or something.
When firing outside this range, subtract a range penalty to ranged weapon attack rolls. The DM can figure out their own system for this, or study The Rules.

Ideas on SOME Moves

OPPORTUNITY: Actions that can be taken when a character is passing by a character in an adjacent tile.

Examples: OPPORTUNITY ATTACK, TRIP, GRAPPLE,

STANDARD ACTIONS: You can only move 1 square either before/after doing this.

Examples: ATTACK, DRINK ALCOHOL, GRAPPLE, FULLY SWITCH WEAPONS, STABILIZE A DYING PERSON, TOTAL DEFENSE, FEINT, USE SKILL THAT NEEDS ONE ACTION, AID ANOTHER, PICK UP AVERAGE/SMALLER PERSON, BULL RUSH

MOVEMENT ACTIONS: Actions that can be taken during walking or tactical.

Examples: SHEATHE WEAPON, CONTROL FRIGHTENED MOUNT, STAND FROM PRONE/CROUCH, OPEN/CLOSE DOOR, RELOAD BOW,

FULL-ROUND ACTIONS: Actions that take the full round to complete—can't be done while moving around.

Examples: FULL ATTACK, ESCAPE NECK, COUP DE GRACE, PUT OUT FIRE, LIGHT TORCH, RUN/SPRINT, PICK UP AVERAGE/LARGER PERSON, CONCENTRATE HARD (FOR AIMING, SPELLS ETC)

AGAIN, these are all just SOME examples!!! Fuck around and find out! The only real rule of combat is, use common sense. Don't slow down just because of The Rules.

Death and Injury

Sometimes, you talk shit. Sometimes, you get hit. If things are getting *really* bad, you'll probably need to know some of this.

Saving Rolls

Sometimes you get hit by some FUCKED up shit, think serious critical hits or explosions or special magic attacks or something else. The DM may call for a saving roll to lessen how badly your shit gets rocked. You'll need to roll higher than their given target number, or get absolutely destroyed. There are three:

Fortitude

1d20 + base save bonus + CON modifier

Reflex

1d20 + base save bonus + DEX modifier

Will

1d20 + base save bonus + WIS modifier

Death Roll

So you REALLY fucked up..... It's in god's hands, now... If your HP hits 0 or lower, refer to this chart that I definitely didn't plagiarize and made myself. Roll a 1d20 with no modifiers, and assess the damage.....

Death & Dying

When reduced to Zero Hit Points or less, roll a d20, with no modifiers on the chart below. A roll of 13-20 means the character wakes up in 1 round with d4hp.

	Roll	Critical Injuries
	20	KO. Lucky you.
	19	KO. Gain a faint but noticeable scar on your eyebrow or cheek.
	18	KO. Lose d4 less teeth.
	17	Lose a fingertip, thumb, or earlobe. Could be worse.
	16	Concussion. All tests at disadvantage until you rest for 1 week.
	15	Broken collarbone or arm. Disadvantage on all STR, DEX, CON tests until medical attention is received. Takes d4+6 weeks to heal.
	14	Massive headwound. Brain matter is exposed. INT permanently reduced by 2.
	13	Lose an eye or limb. DEX permanently reduced by 2.
	12	Severe facial scars or disfigurement. CHA permanently reduced by 2.
5-11	10-11	Bleeding out. Make a DC 11 saving throw every round. If you fail, you die. Another character may attempt to stabilize you by staunching your wounds (DC 11) but you need immediate medical attention or magical healing.
3-4	8-9	You succumb to your injuries. No medical or magical healing can save you, but you get a dramatic death speech.
1-2	1-7	Disintegrated, immolated, masticated, impaled, or beheaded. Death is instantaneous.

If you want to make this a little more forgiving, try the numbers beside the chart for the bottom 3 outcomes. If you're using that rule, try making the bleeding out system a 1d4 roll to see how many turns the player has before bleeding out. Or try your own fucking thing, do what you want, I'm not your father.

Medic!!!

If a character is bleeding out, they need immediate medical attention or they'll die (duh). To save their life, a player must make it to an adjacent square and perform 1 or more rolls at the DM's discretion based on how fucked up the bleeding character is. Medical characters or characters with First Aid items will have a much easier time but anyone can try this.... Just hope you don't fuck them up worse and watch them bleed out in your arms. Again, the DM can base the checks off of The Rules or just make up some shit if it feels right.

Even if a player survives bleeding out or another death chart outcome, they'll be seriously wounded. If the blood loss is all they're worried about, they take some temporary stat ailments that will disappear over the course of a few in-game days/weeks. Decent medical characters can roll once to aid in the recovery process.

For blood loss and nonlethal injuries, medical characters can treat someone with First Aid items. However, the more heinous shit that you see on the death chart will need Medical Supplies. For a pretty difficult roll, a skilled medic can use surgery to reduce some or all of the permanent ability damages from a fatal wound.

4:...And That's It

That wasn't too hard, was it? Crack open one more beer, you've earned it.

Let's review where you're at, now. You have a full homebrew system to your name now—you've got some lore, a character creation system, a super lightweight set of rules for adventuring, and a trustworthy edition of *The Rules* to fall back on for more information and/or inspiration. You've got it made in the shade, motherfucker.

Below are some closing thoughts on D&D bullshit for both players and the DM, and a little more fluff to help you start putting together the world of Pangea for yourself.

To the Dumb Shit Player

This game should be extremely straightforward once your character is set up. The biggest challenge on the player is to be creative. Creative as fuck. I cannot stress enough: every possible player action listed in this guide is a fraction of what you can do. Every player action listed in *The Rules* is a fraction of what you can do. Think something up, tell the DM, fuck around, find out.

Also while I'm thinking about it: Roleplay. Roleplay. *Roleplay*. **Roleplay**. Put more than two seconds of thought into your character's background, friends, interests, etc. etc. when you're creating them and RP will be that much easier. Did I mention that you should **Roleplay?** You are sitting around this gay little table with your gay little friends making gay little voices regardless of how much or how little effort you put out as far as character-driven actions/dialogue go. Don't be a pussy, being a ham about it is fun.

Also—**keep your brain turned on during combat**. Don't just spam the basic attack, motherfucker, that's boring for you and for the DM. Imagine you're one of those little guys from Lord of The Rings. Keep the environment in mind, look around, ask yourself what kinds of skitz MacGuyver shit can you do to turn the tide of battle or help your friends. **Remember the Rule of Cool: if you're creative and your idea sounds sick as fuck, the DM is likely going to let you try to do it, The Rules and any other entity be damned.**

To the Dumb Shit DM

Before you get to work setting all your shit up, let me rant at you about DMing in G.R.A.D.S. for one second. Drink one last beer.

I am leaving a *lot* of the particulars (or lack of them) to you. A **lot.** In a homebrew system like G.R.A.D.S., where half of the rules are that there are no rules, the DM arguably becomes an even more important figure than they are in your average, Rule-abiding game of Dungeons and Dragons. Anything not elaborated on in this manual—class skills, magic, etc.—can be expanded on by you or COMPLETELY left out to dry, whatever you think would be more fun for the players. **This manual strongly suggests spending several sessions or more working within these limited bounds before handing more mechanics/options to your players.**

When you do feel like hot shit and want to bring some of these systems back into play, downsize, downsize, downsize!! This is important to keep in mind, especially as a dumb shit just starting out with the game: **bigger numbers don't necessarily equal more strength for players, or more fun.** If you let the fuckers level up and stack skills until they're Goku, the enemies will just have to scale up that much as well. **Progression through astronomic stat/skill gain is a shitty illusion**—at the end of the day you're playing the same game that you were with your shitty little Villagers, the only difference is now heavy combat will take 3 hours instead of 30 minutes. “Progression” can mean a lot more than just “our stats are higher.” Think about how you can make the characters get more deadly/experienced without taking away their mortality, because it's that danger that makes the game fun.

Basically, as you get more experienced with all of this, think about how much you can add to the game without slowing the pace down, or forcing your players to refer to The Rules every two seconds. Read “Deathbringer” or some of the other strong, simplified homebrew systems out there. See how they treat concepts like stats, skills, etc., and how even in the late game, everyone's still at risk of death.

Think about a shootout in a Tarantino movie, like that scene with Mr. Pink in Reservoir dogs. That should be G.R.A.D.S. combat: improvised, deadly, fast, and actually dangerous. This is why so much emphasis in G.R.A.D.S. is placed on DM common sense, and why dumb shit for the players to read in rulebooks is kept to a minimum. This is also the reason for that HP cap of 20 that we mentioned earlier, and you can push that limit even further if you feel like a bastard. D&D 5.0e be damned, characters shouldn't turn into MOBA heroes by the time they hit level 7. To quote a wise old man: “an army private and a spec-ops soldier are in a room, and a grenade goes off at their feet. The spec-ops soldier doesn't just walk through the blast because of his rank—they're both paste.”

In my G.R.A.D.S. games, even when the Villagers rank up and get class names, they're just that—names. They don't come with an additional list of class skills. You're free to create perks/skills/whatever to go along with them, or just steal shit from The Rules, but I think that they stifle player creativity, and rob players

and the DM alike of common sense. Think about that thief on the bridge. Does he *really* need to have the Fleet-Footed Bridge Fucker skill on his character sheet before he starts running? Or can we look at just their level and their class, and use some common sense about what they'd be good at? Or What if a medic was in the same position? Would he just lay down and let the bad guys fuck him? Isn't it worth it for him to still try running across the bridge, even if he's not the most skilled/efficient at it? Think about this: the thief and the medic are at a bar later, and the medic wants to play him in a game of chess. But the Board Games Playing Bastard skill is under a different class than Thief or Medic—*how could these well-traveled adults in a low fantasy middle-ages setting know how to play chess without the right set of arbitrary words being scribbled on their character sheet???* You see what I'm saying here?

What I'm saying is, Players should think about their characters, and be creative about what their specific character/class would (and *could*) excel at. A more bare-bones system like G.R.A.D.S. *demands* this. And they shouldn't be afraid to do something that their character might be slightly worse at just because it isn't on their limited, arbitrary list of special abilities. Put a sergeant in front of a bunch of soldier NPCs, and they're probably going to perform better than if they had to follow a rogue. But the rogue can still lead them, and probably still succeed, if the context is there. If a swordfighter loses his sword in a fight, he doesn't immediately enter a fucking coma. Punch the motherfucker, pick up that crossbow from the table—yes, even if you aren't proficient at it—do *something*! With some knowledge of The Rules and a lot of common sense, the DM can make a reasonable call on *any* situation, the dice can roll, and the game can progress quickly. **Make sure that your players understand this, and games will be so much more fun.** You'll probably have to tell them outright, because the dumb shits might not have read this far down in the manual.

By design, this guide puts very little data/equations/etc from the 3.5e core rulebook into the hands of the players, and only some mention is given to it as this sort of nebulous, separate entity, “The Rules”. **The ultimate success of G.R.A.D.S. D&D is an environment where *only* the DM is burdened by an overly intimate understanding of the 3.5e rules.** I believe that to be the freest, most enjoyable way for *everyone*, DM included, to play the game. Remember, you're playing a game with your shithead friends, not participating in group math textbook study. **If figuring something out in The Rules would take more than 60 seconds, just make something up and study it privately after the session. Fuck it, we ball.**

I can't bitch at you enough times about this. **At the end of the day, Fuck The Rules!!!** Practice common sense, and I really mean practice it. Go online or something and find different D&D scenarios. See what types of shit players try to do, and watch how many bullshit modifiers some DMs get stuck calculating. Ask yourself, “if I had to boil this whole situation down to a 1d20 roll, what would the target number be? Would that make sense??”

We haven't really talked at all about worldbuilding/actually planning the campaign. Frankly, that was never a major goal for this manual. Anyone can put together a decent one-shot or campaign if their rule system is adaptable, light and flexible. You'll be fine. Just binge watch some Professor Dungeon Master videos, you'll get the hang of that shit *real* fast. My one personal word of advice, as per the G.R.A.D.S. philosophy, is this: **start comically small for your first sessions, and make the risks moderate or high. When you're ready, rank the characters up and go on to larger adventures, but keep the constant threat of real injury/death. When it's time to go further beyond and fight the Big Bad, DON'T GO CRAZY WITH THE NUMBERS!! Keep the risk and the momentum up, even at higher levels! Do anything in your power as the DM, the only REAL creator of The Rules, to facilitate this!**

Alright, I'll stop screaming in your ear. Do your research, prep for your session, and get started. While you're still here though, let me go ahead and absolve you of the rest of your concerns so they won't bother you while you work: You *are* a shitty writer. You *are* a bad actor. Your quest *is* cringe. Last time I checked, nobody was paying you to do any of this, so I think that's okay and you're still allowed to have fun doing it.

Seriously though, if you want to get decent quickly just binge Professor Dungeon Master. Read "X-DM." Study people who understand why this game is fun in the first place. (shocking hint: it isn't because of the 3000+ total pages of rules and supplementary materials.) Don't be intimidated by The Rules, or other homebrews that add *more* to them instead of less. This shit isn't supposed to be *that* hard to run, and the DMs who write the most/calculate the most bullshit for their campaigns are often the worst at the game. As long as you put the pacing, the rhythm, the momentum, the feeling, and the fun above **EVERYTHING** else, you're guaranteed to run a decent campaign, entertain your friends and Get The Girl (or Guy.) (Probably The Guy, you gay-ass little...)

Oh, and a word to the wise: get fucked up while you play, it's fun, but for the love of god please know your limits. Last night was fucking embarrassing dog, you're better than that.

~Joe

More Pangea Fuckassery

Countries: Superpowers

Grados - One of the largest 3 countries. **Capital**: Eastwind. It's a monarchy with a council of lords that, with the help of their local smart people, are a sort of legislative body under the king. There's always some bullshit with some of the greedier lords, but so far there's been no civil war since the one that led to the Council being formed in the first place 50 years ago. **Main language**: Grad. **Nationality**: Grad.

The Westland Coalition – **Capital**: Gate. Another of the big three, makes up a big swath of land from along Grados's border to the western coasts. Democratic by medieval fantasy standards--basically a huge, organized collection of city-states with a larger federal government structure. Ruling council is called the Statesmen, headed by the High Alder. **Main language**: Western, Grad. Many other sub-languages depending on the region. **Nationality**: Westlander.

Buran - Smallest of the three largest countries, but the most technologically advanced. **Capital**: Buranya's Launch. Already masters of gunpowder and siege weaponry, they can defend themselves when needed, but they really survive thanks to their placement further south of the Lowlands. Since they aren't a direct physical threat to Grados or the Westlands, they stay out of most of the larger conflicts, selling mercenaries and supplies to both sides. Similar services being given to the Lowlands' various peoples keep them from getting overpowered by the superpowers either--a real "proxy war" approach. Ruled by the Highest, whose family line is revered as holy. Around the High Family is an oligarchy of other ruling lords, people who have been "Raised" for some service or another to the High Family. **Main Language**: Burani. **Nationality**: Burani.

Other Countries

Highlands - The cold, wet lands along the upper coast of Pangea. A lot of minor countries fight among themselves up there for land/resources. Notable ones include **Astralis**, a Grad prison outpost that revolted and started thriving; **The Norselands**, right along the coastline--they often make long voyages to raid Grad and Westlander ports/towns; etc. etc. Skirmishes with Grados and the Westlands are common, but all-out war is only frequent between different Highland countries/factions. Like Buran, natives often turn to mercenary work, although for Highlanders it's often a much more dire case of survival. **Main language**: Extremely varied. Xenophobes from the Superpowers call all of their languages "Babble." **Nationality**: varies by country/faction.

Lowlands - The varied landscapes of the small countries south of Grados and the Coalition. Many of these lands are warm and fertile, and stretch from the superpowers' southern border to eventually surround the north, east and west of Buran. Countries include places like the Great Plain, where many nomadic tribes travel and fight among themselves; Riddin, the scholars' capital of the world; Lort, Ard Moor and Espania, three countries that act like the superpowers on a much smaller scale, and several others. **Main Language**: Extremely varied. Also called "Babble" by some. **Nationality**: varies by country/faction.